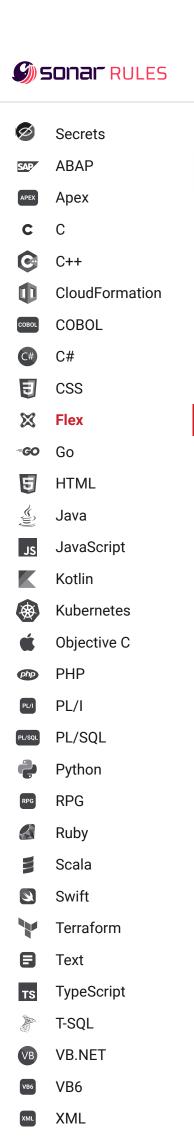
Q





Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

	Tags Search by name
Security.allowDomain() should only be used in a tightly focused manner Vulnerability The lash.system.Security.exactSettings property should never be set to false Vulnerability	"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed Critical Connection Connec
Dynamic classes should not be used Code Smell	A LocalConnection object is used to invoke a method in another LocalConnection object, either within a single SWF file or between multiple SWF files. This kind of local connection should be authorized only when the
ocalConnection" should be onfigured to narrowly specify the omains with which local connections other Flex application are allowed	origin (domain) of the other Flex applications is perfectly defined. Noncompliant Code Example localConnection.allowDomain("*");
efault" clauses should be first or last	Compliant Solution
ode Smell	localConnection.allowDomain("www.myDomain.com");
types should be defined in lata tags de Smell	Available In: sonarcloud 🐼 sonarqube
nt names should not be hardcoded vent listeners	
Code Smell	© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the
"star" type should not be	property of their respective owners. All rights are expressly reserved. <u>Privacy Policy</u>
Code Smell	
es of the "Object" type should used	
Code Smell	
ds should not be empty	
Code Smell	

All branches in a conditional structure should not have exactly the same

Classes that extend "Event" should

implementation

R Bug

override "Event.clone()" • Bug
Constructors should not dispatch events
Rug
"ManagedEvents" tags should have companion "Event" tags
₩ Bug
Objects should not be instantiated inside a loop
Two branches in a conditional structure should not have exactly the same implementation
Constructor bodies should be as lightweight as possible
Only "while", "do" and "for" statements should be labelled
Statements, operators and keywords specific to ActionScript 2 should not be used
"for" loop stop conditions should be invariant
Unused function parameters should be removed
Code Smell